

AMENDMENTS TO THE SPECIFICATION:

Please amend the specification as follows:

Please amend page 5, lines 11-15, as follows:

In another aspect, the invention provides methods and apparatus implementing techniques for navigating[[.]] editable cells of a table including detecting a navigation key press of a forward navigation key or a backward navigation key. If the navigation key is a forward navigation key, input focus shifts to a next editable cells cell of a table. If the navigation key is a backward navigation key, input focus shifts to a previous editable cell of the table.

Please amend page 11, lines 21-30, as follows:

In another implementation, the technique of FIG. 2 is used to select successive UI elements. The user makes one or more activation key presses to select a first or subsequent UI elements element in a group. In this implementation, a time-out threshold is used to determine when the last of a sequence of key presses has been made. Advantageously, in this implementation, the first key press is always associated with a first action in a group, regardless of where focus was when the activation key was pressed, so that user interaction with the keyboard can become automatic. Optionally, an order of action UI elements can be defined that is independent of alphabetical order within a group, so that with new releases of a software application, new elements are added at the end of the order and users need not relearn keystroke habits to accommodate elements inserted into a familiar order.

Please amend page 12, lines 12-30, as follows:

The foregoing techniques can be implemented in a situation where the UI controls are presented as a table having editable cells and non-editable cells. The table cells have a focus mode such that the user can change input focus to a cell that is in the focus mode, but the contents of a table cell in the focus mode cannot be modified. The editable cells of the table have a field that can accept user input, when the editable cells are in an edit mode. The user modifies the content of an editable cell by using navigation keys to change input focus to the editable cell, and switching the editable cell to the edit mode using a switch-cell-mode key. Pressing the switch-cell-mode key while the editable cell is in the edit mode, switches the editable cell to the focus mode. In one implementation, TAB key presses are used to change input focus to the next editable cell of the table, SHIFT+TAB key presses are used to change input focus to the previous editable cell in the table, and pressing the ENTER key switches the editable cell currently having input focus to the edit mode. In another implementation, the editable cell currently having input focus is automatically switched to the edit mode when the user starts typing. In one implementation, if the input focus [[in]] is on the last cell of the table, pressing the TAB key results in adding a new row. In an alternative implementation, pressing the TAB key while the input focus is on the last cell of the table results in shifting input focus to the next UI element displayed on the screen. In one implementation, if the input focus is on the first row of the table, pressing the SHIFT+TAB key to change input focus to the previous editable cell in the table changes input focus to the last column header.

Please amend page 13, lines 7-18, as follows:

The invention can be implemented in digital electronic circuitry, or in computer hardware, firmware, software, or in combinations of them. The invention can be implemented as a computer program product, i.e., a computer program tangibly embodied in an information carrier, e.g., in a machine-readable storage device (that is, a computer-readable storage medium) ~~or in a propagated signal~~, for execution by, or to control the operation of, data processing apparatus, e.g., a programmable processor, a computer, or multiple computers. A computer program can be written in any form of programming language, including compiled or interpreted languages, and it can be deployed in any form, including as a stand-alone program or as a module, component, subroutine, or other unit suitable for use in a computing environment. A computer program can be deployed to be executed on one computer or on multiple computers at one site or distributed across multiple sites and interconnected by a communication network.